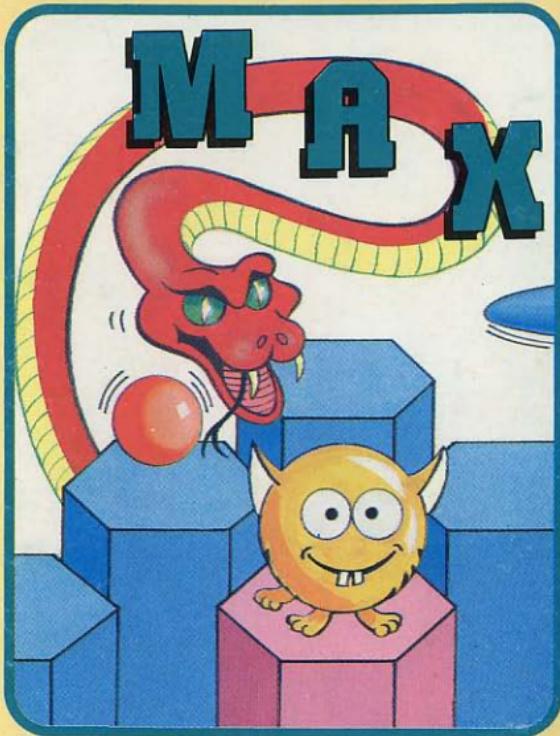


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# ANIROG



VIC 20

**ANIROG SOFTWARE**

29 West Hill, Dartford, Kent

**WARNING**

It is a condition of sale that this cassette may not be lent or hired. No part of this program may be duplicated, copied or reproduced in any form or by any means without written permission of Anirog Software.

**MAX**

Max is a small, charming furry creature who used to live on a far away planet. He was captured by an evil witch called ZOGANAAR who forced him to play on her games pyramid. This three dimensional pyramid is constructed from squares. Max has to change the top faces of all the squares to different colour by jumping from one face to another. Her pet snake COILY moves up and down the pyramid chasing him.

When Max has painted all the faces, the witch forces him to paint them a different colour but makes it more difficult for him to do.

**Controls - Joystick or keyboard.**

**Loading**

**Instructions See Reverse**

Max, a sweet little furry creature has been abducted by ZOGANAAR, the wicked witch. She has forced him to play on her pyramid. This three dimensional pyramid is constructed from squares. Her ultimate creation CIOLY, a slimy evil snake travels up and down the pyramid after him. His bite is deadly.

Max has nine lives to paint as many pyramids as he can. Each time he finishes painting the pyramid, the witch makes the next one a bit more difficult to paint.

**Controls** - Use joystick or keyboard.

**Keyboard**

- I - Up
- K - Right
- J - Left
- M - Down

Start game - F1 on joystick push button.

You can change colour of the blocks and the background using F3 & F5 keys.

F3 - Change foreground colour.

F5 - Change background colour.

You can only select the colour at the start of the game. If no selection is made, the colour chosen by the

You can only select the colour at the start of the game. If no selection is made, the colours chosen by the computer are blue and white.

### **Scoring**

1 point for each square completed.

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